

Dark Ages VAMPIRE™

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

ATTRIBUTES

Physical	Social	Mental
Strength _____ ●0000	Charisma _____ ●0000	Perception _____ ●0000
Dexterity _____ ●0000	Manipulation _____ ●0000	Intelligence _____ ●0000
Stamina _____ ●0000	Appearance _____ ●0000	Wits _____ ●0000

ABILITIES

Talents	Skills	Knowledges
Alertness _____ 00000	Animal Ken _____ 00000	Academics _____ 00000
Athletics _____ 00000	Archery _____ 00000	Hearth Wisdom _____ 00000
Brawl _____ 00000	Commerce _____ 00000	Investigation _____ 00000
Dodge _____ 00000	Crafts _____ 00000	Law _____ 00000
Empathy _____ 00000	Etiquette _____ 00000	Linguistics _____ 00000
Expression _____ 00000	Melee _____ 00000	Medicine _____ 00000
Intimidation _____ 00000	Performance _____ 00000	Occult _____ 00000
Leadership _____ 00000	Ride _____ 00000	Politics _____ 00000
Legerdemain _____ 00000	Stealth _____ 00000	Seneschal _____ 00000
Subterfuge _____ 00000	Survival _____ 00000	Theology _____ 00000

ADVANTAGES

Disciplines	Backgrounds	Virtues
_____ 00000	_____ 00000	Conscience/Conviction _____ ●00000
_____ 00000	_____ 00000	Self-Control/Instinct _____ ●00000
_____ 00000	_____ 00000	Courage _____ ●00000
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	
_____ 00000	_____ 00000	

Other Traits

_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000
_____ 00000

Road

_____ 0 0 0 0 0 0 0 0 0 0

Aura: _____ ()

Willpower

_____ 0 0 0 0 0 0 0 0 0 0

□ □ □ □ □ □ □ □ □ □

Bloodpool

□ □ □ □ □ □ □ □ □ □

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Points Per Turn: _____

Health

Bruised		□
Hurt	- 1	□
Injured	- 1	□
Wounded	- 2	□
Mauled	- 2	□
Crippled	- 5	□
Incapacitated		□

Weakness

Experience

Dark Ages VAMPIRE™

MERITS & FLAWS

Merit	Type	Cost	Flaw	Type	Bonus
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

OTHER TRAITS

_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000
_____	00000	_____	00000	_____	00000

RITUALS & PATHS

Ritual	Level	Path	
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000
_____	_____	_____	00000

DISCIPLINE TECHNIQUES

Name:	Source/ Page:	System:
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

COMBAT

Weapon/ Attack	Diff.	Damage	Range	Rate	Ammo	Conceal

Armor _____

Class: _____

Rating: _____

Penalty: _____

Description: _____

Dark Ages VAMPIRE™

EXPANDED BACKGROUNDS

Allies

Mentor

Contacts

Resources

Domains

Retainers

Herd

Status

Influence

Other (_____)

POSSESSIONS

Gear (Carried)

Equipment (Owned)

Feeding Grounds

Misc.

BLOODBONDS

Bound To

Rating

Bound To

Rating

HAVEN

Location

Description
